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Subject: Re: Learn me good!

Posted by [Carrierll](#) on Wed, 18 Nov 2009 12:26:17 GMT

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Assuming you've got a large (preferably alphabetical) list of every preset:

Pseudocode:

CODE

```
Function BinarySearch(AString : String; Data: array of string) : integer; // -1 if not found, else the
index in "Data" for which AString = Data[Index].
```

(I'll assume you can either code a binary search, or use another option if a binary search isn't possible for whatever reason)

```
For I := 0 to (InputFile.LineCount - 1) do
begin
  Index := BinarySearch(LeftStr(InputFile.Lines[I], Pos(',', InputFile.Lines[I],
My_List_Of_Every_Preset)));
  If Index != -1 then begin
    SetPresetDamagePointsForPrefixByName(My_List_Of_Every_Preset[Index],
StrToFloat(RightStr(InputFile.Lines[Index], Length(InputFiles.Lines) - Pos(',',
InputFile.Lines[Index])))); // I think I got the brackets right
  end
end else Continue;
```

Where the input file must look like this:

```
*PRESET_NAME*[U],[/U] DAMAGE_VALUE
```

In short, a simple text file and then check every line for whether the first part (before the comma) is a valid preset name (by binary searching an alphabetical list of every preset name) then setting the damage points for that preset (I don't know how that's achieved, so I made a up a routine for it. )

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